

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (currently amended) A game machine presenting a game in which a player character displayed on a game screen uses an object to attain a game objective, comprising:

a operating means ~~means~~ controller that supplies ~~supplying~~ operation data in response to an operation by a player;

a player character displaying ~~means~~ programmed logic circuit that moves and displays ~~moving and displaying~~ the player character in accordance with operation data from the controller operating means;

a background image generating ~~means~~ programmed logic circuit that generates ~~generating~~ a background image of the game screen by combining a plurality of background characters for display;

a copying ~~means~~ programmed logic circuit that generates ~~generating~~ object data of a copy object obtained by copying any one of the background characters in accordance with predetermined operation data from the controller operating means;

a copy object image generating ~~means~~ programmed logic circuit that updates ~~updating~~ the object data of the copy object in accordance with the operation data from the operating controller means ~~means~~ and causes ~~causing~~ an image of the copy object to be displayed at a position derived from the updated object data; and

a deciding ~~means~~ programmed logic circuit that decides ~~deciding~~, by using the copy object, whether the player character has attained the game objective,

further comprising:

a copy number restricting programmed logic circuit that restricts the number of times the background character can be copied by the copying programmed logic circuit to generate the object data of the copy object.

wherein the background image generating programmed logic circuit provides the number of times the background character can be copied generated by the copy number restricting programmed logic circuit to a background character that can be copied and generates the background image including the background character having displayed therein the number of times the background character can be copied for display.

2. (canceled)

3. (currently amended) The game machine according to claim 1, further comprising:

a copy object placement detecting means-programmed logic circuit that detects detecting that the copy object has been placed adjacently to an upper portion of a predetermined background character on the background image; and

a mount converting means-programmed logic circuit that converts converting the copy object to a background character, with the copy object being mounted on the predetermined background character, upon detection by the copy object placement detecting means-programmed logic circuit that the copy object has been placed adjacently to the upper portion of the predetermined background character, the copy

object to a background character with the copy object being mounted on the
~~predetermined background character,~~ wherein

the background image generating ~~means~~programmed logic circuit generates the
background image including the background character obtained through conversion by
the mount converting ~~means~~programmed logic circuit.

4. (currently amended) The game machine according to claim 1, further
comprising:

a copy object placement detecting means~~programmed logic circuit that detects~~
~~detecting~~ that the copy object has been placed within a predetermined range of a
predetermined background character on the background image; and

an attachment converting means~~programmed logic circuit that converts~~
~~converting the copy object to a background character,~~ upon detection by the copy object
placement detecting ~~means~~programmed logic circuit that the copy object has been
placed within the predetermined range of the predetermined background character, ~~the~~
~~copy object to a background character with the copy object being attached to a place~~
selected from a group of a left portion, a right portion, and a bottom portion of the
predetermined background character, wherein

the background image generating ~~means~~programmed logic circuit generates the
background image including the background character obtained through conversion by
the attachment converting ~~means~~programmed logic circuit.

5. (currently amended) The game machine according to claim 4, wherein

the copy object placement detecting ~~means-programmed logic circuit~~ calculates a distance by using position data of the predetermined background character and position data of the copy object, and when the distance has a value equal to or smaller than a predetermined value, detects that the copy object has been placed within the predetermined range.

6. (currently amended) The game machine according to claim 1, further comprising:

a target displaying ~~means-programmed logic circuit~~ displaying a target on the game screen, the-which target, when touched by another object, allowing-allows the player to attain the game objective, wherein

the copy object is a block serving as a stair for the player character on the game image, and

the deciding ~~means-programmed logic circuit~~ decides that the player character has attained the game objective when the player character makes contact with the target₁, upon movement on the game screen by using the block as the stair, or when the player character causes the block to make contact with the target.

7. (currently amended) A storage medium having stored therein a game program₁ executed on a computer presenting a game in which a player character displayed on a game screen uses an object to attain a game objective, the game program causing the computer to execute steps comprising:

a player character displaying step of moving and displaying the player character in accordance with operation data from an operating section supplying operation data in response to an operation by a player;

a background image generating step of generating a background image of the game screen by combining a plurality of background characters for display;

a copying step of generating object data of a copy object obtained by copying any one of the background characters in accordance with predetermined operation data from the operating section;

a copy object image generating step of updating the object data of the copy object₁ in accordance with the operation data from the operating section₁ and causing an image of the copy object to be displayed at a position derived from the updated object data; and

a deciding step of deciding₁ by using the copy object₁ whether the player character has attained the game objective₁ and

wherein

the game program further causes the computer to execute a copy number restricting step of restricting the number of times the background character can be copied in the copying step to generate the object data of the copy object₁ and

the background image generating step provides the number of times the background character can be copied generated by the copy number restricting step to a background character that can be copied and generates the background image including the background character having displayed therein the number of times the background character can be copied for display.

8. (canceled)

9. (currently amended) The storage medium having stored therein the game program according to claim 7, wherein

the game program further causes the computer to execute:

a copy object placement detecting step of detecting that the copy object has been placed adjacently to an upper portion of a predetermined background character on the background image; and

a mount converting step of converting the copy object to a background character, upon detection in the copy object placement detecting step that the copy object has been placed adjacently to the upper portion of the predetermined background character, ~~the copy object to a background character~~ with the copy object being mounted on the predetermined background character, and

the background image generating step generates the background image including the background character obtained through conversion in the mount converting step.

10. (currently amended) The storage medium having stored therein the game program according to claim 7, wherein

the game program further causes the computer to execute:

a copy object placement detecting step of detecting that the copy object has been placed within a predetermined range of a predetermined background character on the background image; and

an attachment converting step of converting the copy object to a background character, upon detection in the copy object placement detecting step that the copy object has been placed within the predetermined range of the predetermined background character, ~~the copy object to a background character~~ with the copy object being attached to a place selected from a group of a left portion, a right portion, and a bottom portion of the predetermined background character, wherein

the background image generating step generates the background image including the background character obtained through conversion in the attachment converting step.

11. (original) The storage medium having stored therein the game program according to claim 10, wherein

the copy object placement detecting step calculates a distance by using position data of the predetermined background character and position data of the copy object, and when the distance has a value equal to or smaller than a predetermined value, detects that the copy object has been placed within the predetermined range.

12. (currently amended) The storage medium having stored therein the game program according to claim 7, wherein

the game program further causes the computer to execute a target displaying step of displaying a target on the game screen, the target, when touched by another object, ~~allowing allows~~ the player to attain the game objective,

the copy object is a block serving as a stair for the player character on the game image, and

the deciding step decides that the player character has attained the game objective when the player character makes contact with the target upon movement of the player character on the game screen by using the block as the stair, or when the player character causes the block to make contact with the target.

13. (new) In a game playing system that presents a game in which a player character displayed on a game screen uses an object to attain a game objective, a method comprising:

receiving operation data in response to an operation by a player;

moving and displaying the player character in accordance with the received operation data;

generating a background image for display on the game screen by combining a plurality of background characters;

generating object data of a copy object obtained by copying any one of the background characters in accordance with predetermined operation data;

updating the object data of the copy object in accordance with the operation data;

causing an image of the copy object to be displayed at a position derived from the updated object data;

restricting the number of times the background character can be copied to generate said object data of the copy object;

generating the background image including the background character having displayed therein the number of times the background character can be copied for display; and

deciding by using the copy object whether the player character has attained the game objective.

14. (new) A data store storing instructions for execution by a graphics system processor for game play, said data store comprising:

a first storage area storing instructions that control said processor to receive operation data in response to an operation by a player;

a second storage area storing instructions that control said processor to move and display the player character in accordance with the supplied operation data;

a third storage area storing instructions that control said processor to generate a background image for display by combining a plurality of background characters;

a fourth storage area storing instructions that control said processor to generate object data of a copy object obtained by copying any one of the background characters in accordance with predetermined operation data;

a fifth storage area storing instructions that control said processor to update the object data of the copy object in accordance with the operation data;

a sixth storage area storing instructions that control said processor to cause an image of the copy object to be displayed at a position derived from the updated object data;

a seventh storage area storing instructions that control said processor to restrict the number of times the background character can be copied to generate said object data of the copy object;

an eight storage area storing instructions that control said processor to generate the background image including the background character having displayed therein the number of times the background character can be copied for display; and

a ninth storage area storing instructions that control said processor to decide by using the copy object whether the player character has attained the game objective.